



*Traveling as fast as they can towards the lair of Zogar Zag, the companions now near the village from which they can hear drum rolls, demented cries of the degenerated worshippers and inhuman hooting of the Shaman, within the putrid fumes of the swamp. The clues they have collected inspire them some hope that they may at least save their country from the brooding disaster, even if they may not survive the challenge. They all glance at each other, draw their steel, and move towards the large fires illuminating the swamp...*



Place a candlestick in each area marked with 1, a pile of skulls in each area marked with 2, and the sarcophagus in the area marked with 3.

## Winning conditions:



The heroes must kill Thaug before the end of turn 10.



The Overlord must keep Thaug alive until the end of round 10.



## Heroes setup

Same as in act 1, plus any equipment acquired in the previous acts.

4 black dragons begin with the heroes. They can be commanded by Pallantides or Pelias. King Conan is also here and can be controlled by any hero, whether he has the command skill or not. He has 11 life points.

The heroes play first at turn 0.



After setup, each hero moves 2 gems in his fatigue area.



## Overlord setup

The Overlord begins with a total of 17 gems, 4 of which in the fatigue zone. He recovers 5 gems each turn.

Zogar Sag has 6 life points and the spells *hand of death*, *return of the braves*, *Ymir's rage*.

Thaug has a displacement value of 0 and a passive armor of 8. He has 8 life points and the spells *Dagon's tears*, *mental control* and *Dagon's attack*.

## Event tile



Reinforcements: the Overlord gets 5 reinforcement points 

Sacrificing for Thaug! The Overlord chooses a tile for which all figures are situated at a distance of 2 areas or less from Thaug. The figures are removed from the board and the corresponding number of tentacles are added in the same area as Thaug or an adjacent one. Picts that are sacrificed this way cannot be returned as reinforcements and are thus definitively removed from the board. A tentacles tile is added at the same time in the river: it has to be the same color as the picts tile chosen to be sacrificed and takes its place in the river. This event can be played only once.



### Special rules:

- ◇ The abomination arrives - Thaug starts with 8 life points and gains an additional point at the beginning of each turn (starting at turn 1).
- ◇ The huge Thaug - Given its enormous size, Thaug and its tentacles can be attacked from any adjacent area with a line of sight (the center of the water area is in the central pillar of rock).
- ◇ The clues of Arkamir - Each clue collected in Arkamir during act 1 lowers Thaug's passive defense (8) by 1 (to a minimum of 3 with all five clues).
- ◇ Akivasha, priestess of Thaug - If Akivasha was killed during act 2, Thaug has only 3 attack die instead of 4. If she was captured, he has only 2.
- ◇ Break the focuses - Zogar Zag relies on 7 focus points for his ritual: the 4 candlesticks, the 2 piles of skulls and the sarcophagus. These can be disrupted using a complex manipulation (difficulty 3) or destroyed through melee attacks for a total of 5 points of damage. The Overlord cannot spend gems to defend the focuses. For each focus disrupted/destroyed, inflict 1 wound to Thaug (without any possible defense).
- ◇ Jumps - The only authorized jumps are those between rocks in the central area of the map. All the jumps to or from the central rock are of difficulty 1, those from a peripheral rock to another are of difficulty 2. In case of failure, the figure stays in its starting area.
- ◇ Chests - There are 6 chests and the deck contains 1 scalemail, 1 hallebard, 1 Bossonian bow, 1 javelin, 1 explosive orb, and 1 life potion.

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